

## Abstract

As communications busses become more generic, the handshaking

- 5    that occurs to provide communications become more complicated. The constant checking of signal lines for a stable and debounced signal can consume a considerable amount of overhead and greatly increase the complexity of the design of the hardware. An independent debouncing circuit 505 and 600 can be used to detect the presence of a stable and
- 10   debounced signal and notify an interface engine 320. A state machine 800 executing in the interface engine 320 uses the stable and debounced signals to control operation of a peripheral connected to the bus by monitoring signals passed on the bus.